**Video Game Project AT03**

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**Pre-Production**

**Version Control**

Git Hub will be used to save and transfer different versions of the game to make it easy to access it on any device, and to access older versions.

**3D models**

for 3D models I have found that FBX files are the best for exporting and importing models.

**File Quality**

For this game I have chosen to go with more loss less files to get a higher quality.

**Audio files**

I have chosen to go with mp3 audio files because they are smaller files and will not take up as much storage.

**Sprites**

I have chosen to go with PNG to get the best quality.

**ENGINE COMPARISON**

**Unity.**

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| **PROS** | **CONS** |
| Less of a learning curve. | Not good for large projects |
| more versatile in the types of games you can make. | does not come with a full toolset |
| uses C# which is easier to learn. | Worse graphics engine |

**Unreal Engine**

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| --- | --- |
| **PROS** | **CONS** |
| Better graphics engine | Steep learning curve. |
| Come with a full toolset | Does not work well for making all types of games |
| Better for making 3D games | Uses C++ |

**Godot**

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| **PROS** | **CONS** |
| simple user interface | newer so less developed |
| node system | weaker graphics |
| supports 2D and 3D games | does not support console games |